FASH 56B Course Outline as of Fall 2014

CATALOG INFORMATION

Dept and Nbr: FASH 56B   Title: ADV FASH DES & ILLUS
Full Title: Advanced Fashion Design and Illustration
Last Reviewed: 9/20/2010

Units			Course Hours per Week		Nbr of Weeks	Course Hours Total	
Maximum	3.00		Lecture Scheduled	2.00	17.5	Lecture Scheduled	35.00
Minimum	3.00		Lab Scheduled	3.00	6	Lab Scheduled	52.50
			Contact DHR	0		Contact DHR	0
			Contact Total	5.00		Contact Total	87.50
			Non-contact DHR	0		Non-contact DHR	0

Total Out of Class Hours: 70.00   Total Student Learning Hours: 157.50

Title 5 Category: AA Degree Applicable
Grading: Grade or P/NP
Repeatability: 00 - Two Repeats if Grade was D, F, NC, or NP
Also Listed As:
Formerly: FASHN 56B

Catalog Description:
Further application of aesthetic, functional, and structural principles of design to fashion drawing and illustration. Development of design and illustration skills through design board presentation styles and formats. Several color and paint rendering techniques are explored, with emphasis on developing a professional quality portfolio.

Prerequisites/Corequisites:
Course Completion of FASH 56 (or FASH 56A or FASHN 56A)

Recommended Preparation:
Eligibility for ENGL 100 or ESL 100

Limits on Enrollment:

Schedule of Classes Information:
Description: Further application of aesthetic, functional, and structural principles of design to fashion drawing and illustration. Development of design and illustration skills through design board presentation styles and formats. Several color and paint rendering techniques are explored, with emphasis on developing a professional quality portfolio. (Grade or P/NP)
Prerequisites/Corequisites: Course Completion of FASH 56 (or FASH 56A or FASHN 56A)

Recommended: Eligibility for ENGL 100 or ESL 100
Limits on Enrollment:
Transfer Credit:
Repeatability: Two Repeats if Grade was D, F, NC, or NP

ARTICULATION, MAJOR, and CERTIFICATION INFORMATION:

			Effective:	Inactive:
AS Degree:	**Area**		Effective:	Inactive:
CSU GE:	**Transfer Area**		Effective:	Inactive:
IGETC:	**Transfer Area**		Effective:	Inactive:
CSU Transfer:		Effective:	Inactive:	
UC Transfer:		Effective:	Inactive:	

CID:

Certificate/Major Applicable:
Certificate Applicable Course

COURSE CONTENT

Outcomes and Objectives:
Upon successful completion of the course, students will be able to:
1. Further refine their skills in design development and artistic interpretation of fashion design.
2. Further refine use of color in fashion design and experiment with various media combinations and applications.
3. Analyze designs of the past to gain knowledge of the basic silhouettes and design features that are constantly being recombined to form new fashion trends.
4. Experiment with various rendering techniques to include:
    A. Fabric collage.
    B. Watercolor, gouache, and acrylic paints.
    C. Colored and metallic markers.
    D. Colored pencil and pastels
5. Develop design presentations incorporating key principles of design and targeting specific client markets.
6. Examine the elements that make up a successful portfolio and develop a portfolio to get a job.
7. Repeating students will be expected to increase speed, to improve ability to work with media, and to refine application techniques.

Topics and Scope:

I. Design elements
II. Historical design elements in fashion
III. Color
 A. Media combinations
 B. Applications design elements in fashion
IV. Rendering techniques
 A. Fabric collage
 B. Paint

1. Watercolor
2. Gouache
3. Acrylic
C. Markers
1. Color
2. Metallic
V. Design presentation
A. Key principles of design
B. Target markets
VI. Portfolio
A. Elements
B. Using the portfolio to get a job
VII. Repeating students will receive more complex techniques of using media

Assignment:

1. 2 - 5 weekly design performance assignments
2. Two fashion reading reports (1-2 pages) commenting on clippings about designers and fashion trends
3. A design and idea sketchbook, including fashion reports and clippings
4. Midterm: design an original line of clothing for a target market; write a 1-3 page paper on the project; design an in-class presentation
5. 2 objective tests and final
6. Reading 10-15 pages per week from text
7. Final project - portfolio
8. Repeating students will be expected to develop more complex and detailed projects

Methods of Evaluation/Basis of Grade:

Writing: Assessment tools that demonstrate writing skills and/or require students to select, organize and explain ideas in writing.

Reading reports, midterm paper	Writing 5 - 20%

Problem Solving: Assessment tools, other than exams, that demonstrate competence in computational or non-computational problem solving skills.

None	Problem solving 0 - 0%

Skill Demonstrations: All skill-based and physical demonstrations used for assessment purposes including skill performance exams.

Oral presentation, final project portfolio, sketchbook	Skill Demonstrations 50 - 80%

Exams: All forms of formal testing, other than skill performance exams.

Exams: multiple choice, completion	Exams 5 - 25%

Other: Includes any assessment tools that do not logically fit into the above categories.

Attendance and participation	Other Category 5 - 10%

Representative Textbooks and Materials:

Inside Fashion Design, 5th edition, by Sharon Tate Mona Edwards, Prentice Hall, 2004.
Fashion Illustrator Fashion Designers, Kathryn Hagen, 2009, Prentice Hall.